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Inventor Name Search Result

Your Search was:

Last Name = KAWAI
First Name = HISASHI

Application#	Patent#	Status	Date Filed	Title	Inventor Name
06840942	4729024	150	03/18/1986	SYNCHRONIZING PULSE SIGNAL GENERATION DEVICE	KAWAI, HISASHI
06876972	4717891	150	06/20/1986	PHASE LOCKED LOOP CIRCUIT HAVING TEMPERATURE COMPENSATED VCO CONTROL VOLTAGE	KAWAI, HISASHI
06936847	4742313	150	12/02/1986	PHASE-LOCKED LOOP CIRCUIT HAVING A MECHANISM FOR PREVENTING ERRONEOUS OPERATION	KAWAI, HISASHI
07098022	4851910	150	09/17/1987	SYNCHRONIZING PULSE SIGNAL GENERATION DEVICE	KAWAI, HISASHI
07159232	Not Issued	164	02/23/1988	RECORDING APPARATUS WITH REMAINING TIME INDICATION DISPLAY	KAWAI, HISASHI
07390175	Not Issued	166	08/07/1989	APPARATUS FOR PROCESSING COLOR OR BLACK-AND-WHITE VIDEO SIGNALS	KAWAI, HISASHI
07432567	4959735	150	11/07/1989	RECORDING APPARATUS WITH REMAINING TIME INDICATION DISPLAY	KAWAI, HISASHI
07879715	5194964	150	05/06/1992	APPARATUS FOR PROCESSING COLOR OR BLACK AND WHITE VIDEO SIGNALS	KAWAI, HISASHI
08046073	5479203	150	04/12/1993	VIDEO CAMERA APPARATUS WITH ZOOM CONTROL BASED ON THE PAN OR TILT OPERATION	KAWAI, HISASHI

08174434	Not Issued	166	12/28/1993	TELECONFERENCE SYSTEM	KAWAI, HISASHI
08287861	Not Issued	166	08/09/1994	OPTICAL COMMUNICATION APPARATUS AND CONFERENCE SYSTEM	KAWAI, HISASHI
08426798	Not Issued	168	04/24/1995	IMAGE INPUT DEVICE FOR INPUTTING IMAGES OF A PLURALITY OF SUBJECTS BY SWITCHING IMAGE PICKUP DIRECTION	KAWAI, HISASHI
08458722	Not Issued	166	06/02/1995	VIDEO CAMERA APPARATUS WITH CONTROL MEANS FOR VARYING THE ZOOM RATIO ACCORDING TO THE DISTANCE FROM THE SUBJECT	KAWAI, HISASHI
08599666	5852466	150	02/12/1996	TELECONFERENCE SYSTEM	KAWAI, HISASHI
08614174	6091377	150	03/08/1996	IMAGE INPUT APPARATUS	KAWAI, HISASHI
08661418	5818616	150	06/07/1996	OPTICAL COMMUNICATION APPARATUS AND CONFERENCE SYSTEM	KAWAI, HISASHI
08843832	Not Issued	161	04/21/1997	VIDEO CAMERA APPARATUS WITH ZOOM CONTROL BASED ON THE PAN OR TILT OPERATION	KAWAI, HISASHI
08962645	Not Issued	161	11/03/1997	IMAGE INPUT DEVICE FOR INPUTTING IMAGES OF A PLURALITY OF SUBJECTS BY SWITCHING IMAGE PICKUP DIRECTION	KAWAI, HISASHI
09018006	6437824	150	02/03/1998	IMAGE PICKUP APPARATUS	KAWAI, HISASHI
09258306	6553083	150	02/26/1999	METHOD FOR FREQUENCY CONTROL AND ORTHOGONAL DETECTION CIRCUIT AND FSK RECEIVER	KAWAI, HISASHI
09450672	6760360	150	11/30/1999	DEVICE AND METHOD FOR FILTERING RECEIVED SIGNALS FOR MOBILE TELEPHONE SYSTEM	KAWAI, HISASHI
09481943	6707844	150	01/13/2000	SYNCHRONOUS CIRCUIT AND RECEIVER	KAWAI, HISASHI
09580588	Not Issued	71	05/30/2000	IMAGE INPUT APPARATUS	KAWAI, HISASHI

09984744	7020181	150	10/31/2001	CODE DIVISION MULTIPLE ACCESS RECEIVER	KAWAI, HISASHI
10151148	7110441	150	05/21/2002	SPREADING CODE GENERATION CIRCUIT AND DEMODULATION CIRCUIT	KAWAI, HISASHI
10532338	Not Issued	25	03/13/2006	Transmitter	KAWAI, HISASHI
11002904	Not Issued	30	12/03/2004	Image-taking apparatus, image-taking system and control method of image-taking apparatus	KAWAI, HISASHI
11267637	Not Issued	25	11/04/2005	Display apparatus and its lamp-lighting mechanism	KAWAI, HISASHI

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Smart Computing Article - Digital Cameras
The **first** is an optical viewfinder; this is essentially a **second** lens that you look through in the general **direction** of the **image**-capturing lens. ...
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The semiconductor **storage device** is arranged in parallel with the **second** of ... an **image pick-up** means for picking up **images** of the front/rear vehicles or ...
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EP1494470 Matsushita european software patent - **Image reproduction ...**
[0004] **First**, a user inserts an **image** file **storage** medium containing an **image** picked up by a digital **camera**, into an **image reproduction device**. ...
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The video **camera** preferably includes: an **image pickup device** for ... in a **first direction**, the **second** movement designating information designating a ...
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1 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

2 Projectors: advanced graphics and vision techniques

Ramesh Raskar

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(6.53 MB) Additional Information: full citation

3 Potpourri: Managing and Reproducing Colour Images (MARCI)

John D. McFall

October 1993 **Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: distributed computing - Volume 2**

Publisher: IBM Press

Full text available: pdf(964.73 KB) Additional Information: full citation, abstract, references

The emergence of colour fax machines, colour digital copiers and digital electronic still photographic cameras has accustomed people in many businesses to consider the usage of colour in a wide variety of applications. For all the advances in the technologies of document scanners, monitors and printers, there remain fundamental differences in how various devices create, manipulate and reproduce colour. The IBM PRGS Toronto Laboratory CAS project *Managing and Reproducing Colour Images (MARCI)*< ...

4

Level set and PDE methods for computer graphics
David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

5 Seeing, hearing, and touching: putting it all together
Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.64 MB) Additional Information: full citation

6 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

7 Special issue on knowledge representation
Ronald J. Brachman, Brian C. Smith
February 1980 **ACM SIGART Bulletin**, Issue 70
Publisher: ACM Press
Full text available: pdf(13.13 MB) Additional Information: full citation, abstract

In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a survey of current knowledge representation research. We felt that there were twe useful functions such an issue could serve. First, we hoped to elicit a clear picture of how people working in this subdiscipline understand knowledge representation research, to illuminate the issues on which current research is focused, and to catalogue what approaches and techniques are currently being developed. Secon ...

8 Browsing and placement of multiresolution images on parallel disks
Sunil Prabhakar, Divyakant Agrawal, Amr El Abbadi, Ambuj Singh, Terrence Smith
November 1997 **Proceedings of the fifth workshop on I/O in parallel and distributed systems**
Publisher: ACM Press
Full text available: pdf(1.65 MB) Additional Information: full citation, references, citings, index terms

9 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

10 Point-based computer graphics

Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(8.94 MB) Additional Information: full citation, abstract, citings

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

11 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

12 It takes a village to build an image

R. Mark Koan, Kelly Caye, Steven K. Brawn

September 2003 **Proceedings of the 31st annual ACM SIGUCCS conference on User services**

Publisher: ACM Press

Full text available: pdf(228.71 KB) Additional Information: full citation, abstract, index terms

Managing operating systems and campus-supported software can be a daunting challenge. Many colleges and universities handle these challenges by using disk imaging software to create and deploy system images to some or all of their computers. ASU West has been building and deploying system images with Ghost for many years. Recently,

however, we decided to re-evaluate our imaging processes and we found a number of ways to improve them. This presentation will share what we learned. It will discuss ...

Keywords: Symantec Ghost, ghost, ghosting, image deployment, imaging, software deployment, software management

13 Computer graphics comes of age: an interview with Andries Van Dam

Andries Van Dam
July 1984 **Communications of the ACM**, Volume 27 Issue 7
Publisher: ACM Press
Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, citings, index terms

Andries van Dam describes major advances in computer graphics over the past 25 years and discusses future directions.

14 Posters: A comparison of two methods of scaling on form perception via a haptic interface

Mounia Ziat, Olivier Gapenne, John Stewart, Charles Lenay
October 2005 **Proceedings of the 7th international conference on Multimodal interfaces ICMI '05**
Publisher: ACM Press
Full text available: pdf(405.57 KB) Additional Information: full citation, abstract, references, index terms

In this fundamental study, we compare two scaling methods by focusing on the subjects' strategies which are using a sensory substitution device. Method 1 consists in a reduction of the sensor size and its displacement speed. Here, speed reduction is obtained by a "human" movement reduction (hand speed reduction). Method 2 consists in a classical increase of the image dimension. The experimental device couples the pen on a graphics tablet with tactile sensory stimulators. These latter are activat ...

Keywords: PDA (personal digital assistant), ZUI (zoomable user interfaces), haptic perception, sensory substitution

15 Digital publication (panel session): status, opportunities and problems

Dick Phillips, Michael Lesk, Michael Hawley, Andries van Dam, Richard J. Beach
August 1990 **ACM SIGGRAPH 90 Panel Proceedings**
Publisher: ACM Press
Full text available: pdf(4.39 MB) Additional Information: full citation, index terms

16 Computational Approaches to Image Understanding

Michael Brady
March 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 1
Publisher: ACM Press
Full text available: pdf(10.04 MB) Additional Information: full citation, references, citings, index terms

17 Launching the new era

Kazuhiro Fuchi, Robert Kowalski, Koichi Furukawa, Kazunori Ueda, Ken Kahn, Takashi Chikayama, Evan Tick
March 1993 **Communications of the ACM**, Volume 36 Issue 3
Publisher: ACM Press

Full text available: pdf(3.45 MB) Additional Information: full citation, references, index terms, review

18 Interaction in the real world: Ambient touch: designing tactile interfaces for handheld devices

Ivan Poupyrev, Shigeaki Maruyama, Jun Rekimoto
October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology**
Publisher: ACM Press

Full text available: pdf(3.71 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper investigates the sense of touch as a channel for communicating with miniature handheld devices. We embedded a PDA with a TouchEngine™ --- a thin, miniature lower-power tactile actuator that we have designed specifically to use in mobile interfaces (Figure 1). Unlike previous tactile actuators, the TouchEngine is a universal tactile display that can produce a wide variety of tactile feelings from simple clicks to complex vibrotactile patterns. Using the TouchEngine, we bega ...

Keywords: mobile devices and interfaces, tactile feedback

19 Improving the browsing experience: WebPod: persistent Web browsing sessions with pocketable storage devices

Shaya Potter, Jason Nieh
May 2005 **Proceedings of the 14th international conference on World Wide Web**
Publisher: ACM Press

Full text available: pdf(166.59 KB) Additional Information: full citation, abstract, references, index terms

We present WebPod, a portable system that enables mobile users to use the same persistent, personalized web browsing session on any Internet-enabled device. No matter what computer is being used, WebPod provides a consistent browsing session, maintaining all of a user's plugins, bookmarks, browser web content, open browser windows, and browser configuration options and preferences. This is achieved by leveraging rapid improvements in capacity, cost, and size of portable storage devices. WebPod p ...

Keywords: checkpoint/restart, portable storage, process migration, virtualization, web browsing

20 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder
December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4
Publisher: ACM Press

Full text available: pdf(7.38 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

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